



Illustrations by Joe Corroney

He was known as Qymaen jai Sheelal until the Geonosians made him better than he was before. Better. Stronger. Faster. Under Count Dooku's tutelage he became the leader of the droid army and one of the galaxy's most feared villains.

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STAR WARS

The Story of General Grievous

Unknown Soldier & Lord of War

Abel G. Peña



LEYENDAS

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Autor: Abel G. Peña

Ilustraciones: Joe Corroney

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Unknown soldier

Once upon a time. General Grievous, the cybernetic killing machine and supreme commander of the droid armies of the Confederacy of Independent Systems, did not exist.

Instead, there lived a brilliant but barbaric man. His name was Qymaen jai Sheelal. born amid unending war on the malnourished world of Kalee. where the reptilian inhabitants were untouched by the galaxy's justice.

For generations the planet had been embroiled in what the tusked natives called The Huk War. Though Huk was the planet their Yam'rii ad versaries came from, the name became a Kaleesh slur over generations, translating as "soulless bug." The Huk were a technologically superior enemy, carnivorous (some said cannibalistic), quick to anger, and covetous. They used their advanced technology to plant colonies throughout their system, without regard to the welfare of other worlds' indigenous species, sentient or not. What mattered to the insectoids was wealth -mineral deposits and other resources useful for trade. They colonized and pillaged such planets as Abbaji and Tovarskl. And when the insectoids arrived on neighboring, barren Kalee. they decided to expand their trade to include the planet's only valuable commodity: slaves.

It wasn't long before the spirited Kaleesh rebelled against the out-landers. waging a war with primitive Lig swords, shoni spears, and slug throwers. Raised during



"Qymaen and Ronderu stave off Huk invaders assaulting Shrupak, the most sacred temple on Kalee."

"Qymaen and Ronderu stave off Huk invaders assaulting Shrupak, the most sacred temple on Kalee."

such brutality. Qymaen jai Sheelal grew to hate the aliens, and his father gave vent to the boy's anger by teaching him a slug rifle's pinpoint precision. He found his son had a sharp mind and a knack for marksmanship. By the age of 8, Sheelal was an expert sniper, having already stained Kalee with the blood of more than 40 Yam'rii carcasses. By 22 standard years. Sheelal's extermination count had soared, and the Kaleesh considered the young soldier a demigod.

THE DEATH OF RONDERU

Another Kaleesh warrior and master with a sword, Ronderu lij Kummar was Sheelal's closest comrade in arms. She wore a mask carved from a karabbac's skull, a match for the mumuu mask that Sheelal inherited after his father died in battle. Kummar drilled the art of swordsmanship into Sheelal: he reciprocated by introducing her to the satisfying feel of a Czerka Oulland rifle. The pair fought side by side in countless campaigns against the Yam'rii invaders, hacking and impaling the enemy. Some say Kummar was Sheelal's long lost half-sister; others say she was his lover. In either case, the bond they shared was sacred and total. They were twin demigods blessed by their ancestors.

While fighting together the pair appeared invincible—but fighting separately was another matter.

While separated from Sheelal during combat on the beaches of Kalee, Kummar died violently on the barbed shears that were the Yam'riis' natural appendages. Unable to reclaim his comrade's body from the hungry waters of the Jenuwaa Sea, Sheelal felt an anguish akin to being been

pierced through the gut. his soul slowly seeping from the wound.

Inconsolable, he embarked on a perilous journey across the ocean to the distant island-monolith of Abesmi. beseeching his gods to raise Kummar from her sea grave so that he could see her one last time. But the gods denied him. Sheelal tried to bury his grief by taking 10 wives and fathering 30 sons and daughters. He eventually realized that it was destiny to mourn his loss as long as he lived, and he took the name Grievous. He also decided not to suffer his endless agony alone.

THE BIRTH OF GENERAL GRIEVOUS

Grievous became the most savage warlord Kalee had ever known— a match for the galactic despots of old. He trained a select number of equally tortured and bloodthirsty Kaleesh braves, calling them his “elite.” and together they massacred scores of Huk invaders until the toll reached the thousands and the Huk were driven from Kalee.

Grievous, his bloodthirst unquenched, pursued the Yam'rii to the aliens' colony worlds, conquering the invaders' planets one by one. Attacking both military and civilian targets with equal force, the vengeance bent militants rampaged as far as Tovarskl before they were stopped. The Yam'rii. in league with the Trade Federation, pleaded with the Republic to intercede on their behalf, and the Republic Judicial Department sent a Jedi team, led by Masters T'chooka D'oon and Jmmaar. to adjudicate the conflict. With Senate pressure, both Masters ruled in favor of the Yam'rii and imposed sanctions and reparations on the



"Younglings Allara and Barn of the Bergruutfa Clan do their best to combat Grievous with training sabers, to no avail."

Kaleesh, including the forced return of the colony worlds. The Huk War ended and Grievous, bred for battle, saw little choice but to return to his family.

The effects of the Republic's sanctions were staggering. Kalee was economically decimated, and the Kaleesh died in droves. Grievous simmered with hatred for the galactic government and the Jedi who served it as he watched his wives die of starvation and saw his children kidnapped and subjected to the worst acts of depravity.

Into this madness came InterGalactic Banking Clan Chairman San Hill, an emaciated Muun who looked as though he, too, were half-starved. He conspired to employ Kalee's greatest champion as a "collections agent." In exchange, the Banking Clan would share the burden of Kalee's enormous debt. Grievous was disgusted at the idea of serving the megacorporation, deeming it nothing more than the work of a glorified leg-breaker. Still, the innate fighter could not resist the promise of renewed conflict.

Grievous began his new occupation by aggressively collecting from such worlds as Ord Mantell and seizing Muunilinst's Phlut Design Systems. Because the Banking Clan would not hire Grievous' Kaleesh warriors, he demanded more intelligent battle droids to serve him. With Count Dooku's permission, Chairman Hill complied, putting the IG-100 MagnaDroids into production. Hill also upheld his promise to help alleviate Kalee's deficit and reinstate trade. But when Grievous learned that the Republic did nothing to the Yam'rii for vandalizing hallowed Kaleesh burial grounds on the colony worlds, he abandoned his contract and returned to Kalee to avenge the desecration.

San Hill was not amused by the broken commitment. He considered ordering Grievous' assassination, but Hill

worried that the warrior would survive and avenge any such attempt. Instead, the crafty Muun and the Geonosian Archduke Poggle the Lesser devised another plan, one that would make Grievous a permanent ally. Before Grievous and his Kaleesh elite took off in Grievous' ship to renew The Huk War, Hill and Poggle joined Count Dooku in arranging to have an ion bomb planted aboard and the ship and rigging Grievous' pilot seat. Upon the bomb's detonation, the troop carrier plunged into the Jenuwaa Sea. Grievous was remotely ejected from the wreckage at Dooku's command. Soon after, Grievous was dragged from the cold waters, hemorrhaging and in shock. Dooku used a jolt of Sith lightning to keep the warlord from succumbing to cardiac arrest, then MagnaDroids dragged the unconscious general to a nearby shuttle, where FX medical droids quickly went to work.

"Under the tutelage of Count Dooku, Grievous prepares to make an example of IG-109. using Sifo-Dyas' lightsaber."



While unconscious. Grievous dreamed he had joined the gods and was among the spirits of his ancestors. But when he awoke, he discovered he had been butchered and gutted by surgical droids and left to recover in a bacta tank. Chairman Hill offered the general a new proposition, one that would put his full talents to use as the leader of the largest droid army the galaxy had ever seen, and promised to fulfill his agreement to relieve Kalee of famine. There was only one catch: Grievous would have to become a cyborg. Every remaining bit of life—save Grievous' vital organs, spinal cord, and brain—would be disposed of in favor of an impervious droid body.

The Kaleesh warrior only wanted to be put out of his misery. But when Hill brought Grievous' barely surviving wives and children before him, the general finally agreed, requesting pitifully only to keep his own eyes. The deal was done... and a monster was born.

REVENGE ON THE JEDI

Made of ceramic armorplast and duranium, Grievous' new robotic chassis resembled an ancient Krath war droid, able to withstand volleys from a starfighter laser cannon, to say nothing of blaster bolts. Like the violent Ebranite race, his droid body boasted dual opposable thumbs on six-fingered hands. These claws connected to electro-driven, voluntarily bisectable metallic forearms and humeri, which effectively gave Grievous four upper limbs, each capable of wielding a weapon. Electrified synthrope veins ran the length of these arms, which were useful when he wanted to incapacitate his victims. The immense magnetized talons that were his

feet not only allowed him to scale walls like a spider, but with antigrav repulsors built into his durasteel legs, those same talons could be used as two additional com appendages. And as promised, his haunted reptilian eyes peered from his droid visage, not only intact but also cybernetically enhanced.

Unsatisfied with his soulless face, however, the narcissistic general carved a new armorplast death mask that resembled his father's, and had it grafted onto his alloy skull. He also donned a dramatic armorweave cape resembling the simple one he'd worn during The Huk War. His internal organs were collected in a pressurized synthskin sack and protected within his duranium abdomen.

The debilitating transformation required Grievous to recuperate for a number of months. In his new form, Grievous was first unleashed within the catacombs of Geonosis during the preliminary battle of the Clone Wars, where he facilitated the Separatist Council's escape from Republic forces by killing entire clone trooper companies and a number of Jedi with his steel claws. Grievous left none alive and began his ritual of collecting lightsabers as spoils of war.

Dooku was impressed with Grievous' performance and decided to begin his training in earnest. The Sith Lord gave Grievous the lightsaber belonging to the late Jedi Master Sifo-Dyas. whose midi-chlorian rich blood (from his cryogenically frozen corpse) had been used to keep Grievous alive after his shuttle crash. Already an expert swordsman, Grievous quickly picked up the classic styles of Jedi lightsaber combat. He also was aided by the subtle alterations the Geonosians had made to his brain, which improved his equilibrium and agitated his rage centers. In

turn, Grievous trained his new IG-100 MagnaDroids and took to calling them his elite, like his old Kaleesh companions.

Soon after Geonosis. Grievous was let loose on Space Station Trenchant against the Confederacy commanders Asajj Ventress and Durge, whom he bested handily. It was the last test of Grievous' skills, and after ward he was granted the title Supreme Commander of the Separatist droid army. Before long, the entire galaxy came to know of Grievous' existence.

The HoloNet news networks dubbed him 'The Knight Slayer," and the name was well earned. Grievous' exploits following his "debut" on the planet Hypori are well chronicled: He embarked on a Jedi-slaughtering spree that encompassed many worlds in many systems. For three years, he led the forces of the Confederacy of Independent Systems to Banvhar Station. Nadiem. Togoria. Duro. Vandos. Xagobah, Belderone, Kashyyyk, and a score of worlds in between, moving inexorably toward the now infamous final strike at Coruscant, in which he personally kidnapped the Republic Supreme Chancellor.

"During the Battle of Geonosis, Grievous slays many Jedi, including Master Ur-Sema Du, who take the secret of the cyborg's existence to their graves."



In his wake, Grievous left a trail of dissected Jedi, as many as 100 of whom he personally killed, including several of those who originally cut short his havoc at the Huk colony world Tovarskl. Grievous eventually returned to the flame-grass plains of that world, commanding his droid army to finish what he'd begun during The Huk War, frying its Yam'rii populatio to a crisp.

Lesser known are the general's attempts to stifle his private demons. The Geonosians tried to tamper with Grievous' memory centers to weed out any psychological baggage, but the general remained proud and vain-glorious. Chief among his obsessions? His need to prove his worth as a soldier-of-fortune. No one had truly expected the blood transfusion from Master Sifo-Dyas would give Grievous the powers of the Force, but the prideful general nonetheless interpreted his lack thereof as a personal failure. His expectations were only encouraged after he tangled with the Jedi "Iron Knight" on the planet Xagobah.

There are two known examples of Grievous attempting to dabble in cyber experiments. One involved the Bergruutfa Clan Padawans, whom Grievous captured after killing their Abyssin Master Quarmall. Two years after Geonosis, Grievous subjugated the planet Gentes, intending to enslave its Ugnaught population, but then abruptly changed his mind and began murdering the "miserable creatures" when he found their foundries easily adaptable to his purposes. Backed by the monies of Nute Gunray and the Trade Federation, the Gentes factories began creating battle droids, as well as a handful of duranium bodies much like Grievous' own. The Separatist supreme commander intended to replicate the cybernetic procedure that had been carried out on him, using young, Force-sensitive captives. His efforts were spoiled, however, thanks to the intervention of the Jedi deserters B'dard Tone and Flynn Kybo.

Soon afterward, Grievous paid a visit to the planet Nelvaan, which had been brought to his attention by the Techno Union foreman Wat Tambor. The general was quite taken with the similarities between the spiritual Nelvaan warriors and his own Kaleesh people. In a twisted form of kinship, Grievous intended to make these warriors his new elite, and lured the male soldiers away from their tribe by making them believe he was a prophesied figure out of Nelvaan mythology. The warriors were captured, mutated by Skakoan combat engineers using unique microelectronics, and remade into hideous cyborgs. Grievous' crude experiment was eventually sabotaged, and Anakin Skywalker freed the Nelvaanians at the expense of his own prosthetic arm.

General Grievous was enamored with his seemingly indestructible body, arrogantly believing he was

invulnerable. He was blinded to the duplicity of his Sith masters, who only viewed him as a tool. But the final days of the Clone Wars put an end to Grievous' delusions. In a confrontation with Mace Windu, the Jedi Master used the Force to crush Grievous' duranium shell, lacerating his lungs with steel. Finally, Grievous was killed by General Obi-Wan Kenobi on the planet Utapau, where the Jedi used the Force to rend the cyborg's duranium chest open, leaving his vital organs exposed and vulnerable. Sustained blaster fire shattered the general's gutsack, and Grievous perished. With fire exploding from his eyes, Grievous at last died the horrible warrior's death he seemed to have longed for since the day he lost his soul to the Jenuwaa Sea.

THE FUTURE OF WARFARE

The Geonosian technology responsible for giving Grievous a second life was significantly improved after the beginning of the Clone Wars. It was used in the reconstruction of Anakin Skywalker's shattered body following his battle with Obi-Wan Kenobi on Mustafar and, later, Darth Vader would employ the Empire's best bio-scientists to secretly refashion his dark-side pupil Shira Brie into his own image with similar technology. Decades after Grievous' death, a similar cyborg monstrosity named Necrosis also reportedly haunts the Myyydril Caverns of Kashyyyk. It is highly unlikely that the galaxy has seen the last of such rage-filled bionic monsters.

THE KNIGHT SLAYER

General Grievous took to collecting the lightsabers of his fallen Jedi opponents. As a swordsman, Grievous greatly appreciated the craftsmanship that went into each weapon. He carried several within his cloak, and latched several more around his waist. Over three years, The Knight Slayer amassed a number of these "trophies."

Of course, the actual number of Jedi deaths for which the general was responsible was considered to be larger than his collection of laser swords. Here is an account of some of Grievous' most notorious Jedi murders.

Daakman Barrek: Jedi Master who was first to encounter Grievous on the planet Hypori.

Soon Bayts: Jedi Master who had his skull crushed by Grievous on Boz Pity.

Waldan Bridger: Bald and burly Jedi Master who used his trademark San-Ni staff in a duel with Grievous on Togoria and was cut to ribbons.

Roron Corobb: Ithorian Jedi whose chest was punctured while he safeguarded Palpatine from abduction.

T'chooka D'oon: "The Executioner of Kalee," the Nubian Jedi Master who was lured into a trap on Vandos and sliced into thirds.

Ur-Sema Du: Jedi Master who was killed in the catacombs of Geonosis while she gave chase to the Separatist Council.

Firkrann: FLTCH-series "Iron Knight" who succumbed to Grievous' blades within the fungi forests of Xagobah.

Adi Gallia: Jedi Master and member of the Jedi Council who was dispatched with a lightsaber stab through the chest on Boz Pity.

Sha'a Gi: Master Barrek's Padawan who was literally smashed to death by the Separatist general.

Jmmaar: Viraanntesse Jedi Master who was killed on Vandos while trying to rescue Republic Ambassador Quiyyen.

Roth-Del Masona: Adjutant to Mace Windu and Geonosis survivor who was decapitated protecting Supreme Chancellor Palpatine in his hidden bunker.

Foul Moudama: Talz Jedi who was slaughtered while protecting the Chancellor from Grievous on Coruscant.

Nystammall: Vuvrian Jedi who was murdered, along with his former Master Puroth, on the planet Tovarskl.

Pablo-Jill: Ongree Jedi Knight who flew his Jedi starfighter into the Separatist flagship during the Battle of Coruscant, whereupon Grievous slew him.

Puroth: Eirrauc Jedi Master who was a four-armed combatant and one of Grievous' greatest challenges before she was de-limbed and killed on Tovarskl.

L'laciolo Sageon: Aged Lorradian Jedi who was skewered after pursuing General Grievous' tri-winged shuttle into the *Invisible Hand's* docking bay.

Tarr Seirr: Cerean and Jedi Watchman of his home system who was one of the Hypori casualties.

B'dard Tone: Coway Jedi Master who was severely injured during Grievous' escape from Nadiem. He became a cyborg

and was subsequently killed while hunting Grievous against the Jedi Council's wishes.

Flint Torul: One of 27 Jedi Knights who was vaporized by Grievous' flagship the *Invisible Hand* while evacuating the people of Belderone.

Quarmall: Controversial Abyssin Jedi Master who died defending the youngling Bergruutfu Clan, which he had taken on collectively as his Padawans.

B'ink Utrila: Lethan Twi'lek instructor-turned-general who failed to prevent the kidnapping of Chancellor Palpatine.

Zephata'ru'tor: Duinuogwuin Jedi Padawan to B'dard Tone who was destroyed in space above Nadiem while Grievous fled in his Belbullab-22 starfighter.

Lord of War

Despite pride, deadliness and a burgeoning racial intolerance, Grievous was at one time a noble figure. However, the Huk War that raged unabated throughout his life gutted what was left of his empathy, and caused him to adopt a savagery rivaling Xim the Despot, Zakrinand Minus, and other barbarous warlords of the ancient past. In the ferocious retaliation against the insectoid Huk enemy, General Grievous became Kalee's greatest champion... and an animal. And like one, Grievous was struck down, unknowingly betrayed by his so-called ally San Hill. Only he didn't die. Instead, he was transformed into a machine. At last his appearance matched the stone quality of his heart.

If Grievous was a ruthless military commander before, as a cyborg he became genuinely soulless. As the supreme commander of the armies of the Confederacy of Independent Systems, Grievous sought out the clever and courageous from his biological subordinates with cold-blooded efficiency. Grievous always felt a foundation of cunning and bravery in his soldiers was the prerequisite for winning any war. Thus he inspired fear in fools and allegiance in the intelligent. Spineless Neimoidian subordinates aboard the *Invisible Hand*, Grievous' flagship and base of operations, did not keep their skulls intact for long in the general's presence. They could be thankful that

the Separatist general's attentions were more often focused on an army of equally soulless soldiers to command.

Grievous' Droid Army

When General Grievous accepted InterGalactic Banking Clan Chairman San Hill's offer to join the Separatist cause, true to Hill's words, Grievous inherited the largest droid army the galaxy had ever known. With several quintillions of droids by the close of the Clone Wars, the number of robotic troops at his disposal played out in Grievous' imagination like a barely fathomable string of trinary code. Certainly, more than a billion of these battle droids were vulture droids and tri-fighters, spacebound and largely consigned to the Confederacy navy. But without even including biological conscripts and militias from Confederacy worlds (including the insuperable Mandalorian Protectors who ravaged the Kamino cloning facilities), that still left *billions* of mechanized infantry, tank droids, hailfire droids and other monstrous Separatist automata to oppose the Republic's ground forces.

Grievous was not only an unsympathetic being, but also pragmatic. The general would never have worried about Separatist casualties even if his troops were actually *alive* — they were not Kaleesh, after all - unless their extermination impaired his ability to wage war. But with the Separatists' coffers overflowing with the booty of the megacorporations responsible for the commerce of a galaxy, Grievous found himself hardly ever having to consider logistics. Though a master strategist, Grievous adapted his tactics to his reality accordingly, throwing

battle droids at his enemy like spent and worthless rifle shells at token crabs back on Kalee's shores. In the Battle of Coruscant alone, hundreds of millions of battle droids saw action on the ground and in space. Few occasions truly called for the full dexterity of Grievous' hybrid reptilian/mechanical intelligence after the Huk Wars, but when he used it, such as in his orchestrated release of the Loedorvian Brain Plague that murdered tens of thousands in a single stroke, or his invasions of the Core Worlds, the effects were devastating.

Faced with such numerical opposition, the Republic had little choice but to recruit massive numbers of able-bodied men and women from the civilian population to augment the clone army. Some Republic commanders boosted morale by calling the cyborg general's tactics wasteful, and the general himself either fearful or overconfident. The truth behind these accusations by Republic loyalists was far simpler- they were gravely concerned about a relentless enemy commander in control of a military force that was logistically and symbolically infinite.

What follows is a look at the allies, weapons and warcraft that turned General Grievous from a Kaleesh hero into a cyborg lord of worlds and war.

COMRADES

Ronderu Iij Kummar

Little is known about the gypsy sellsword Ronderu that was Grievous' closest companion during the Huk War. Some

question whether she actually ever existed. Known as the *Kummar*, or the Incubus, knowledge of her origin and relationship to Grievous largely rests on speculation. She's believed to hail from the icy mass Grendaju at the southern extreme of Kalee, the last lands the karabbac are still known to roam.

Ronderu was an adept swordswoman. Before joining Grievous' cause against the Huk, she was hiring her skills to rival Kaleesh tribe chieftains. She herself claimed no tribe but insisted on her unmediated descent from the ancient gods. As dead ancestors are believed to become gods in Kaleesh culture, many interpreted her words to mean that her tribe and family had been killed; some didn't doubt those deaths might have been dealt by Ronderu's own hand.

Legend has it the origin of Grievous' relationship with Ronderu began in a dream, in which Grievous saw himself, aimed with Lig swords, slaying a wild mumuu beast in the Kunbal jungle. Struck by the vision, Grievous set out to fulfill it. But when he arrived in the jungle, the error of his interpretation became clear—there was no mumuu to slay here, though he himself was wearing his traditional mumuu hunting mask. And the slayer he'd seen in his dream was *not* himself, but the wild Kaleesh woman that now stood before him, bearing a karabbac mask and twin Lig swords.

Grievous and Ronderu are thus considered the living manifestations of the cryptic parable *Sheelal*, or *The Dreamer/The Dreamt One*.



The *Izvoshra* Khans (Grievous' Elite)

Hunters, criminals, and jingoistic militants made up the ranks of the finest Kaleesh soldiers of the Huk Wars. Named by Grievous the *Izvoshra*, or simply "my elite," they numbered no more than eight, a sacred number in Kaleesh religion. While they were referred to as Grievous' bodyguards, they were also the best fighters in the *kolkpravis* - the Kaleesh fighting force - and had a much larger role than simply the general's guardsmen. Each of the elite was a khan in charge of his or her own brigade of Kaleesh soldiers, and coordinated attacks and counterstrikes on numerous Huk worlds. Singled out by Grievous for their cunning, fighting proficiency, and emotional devotion to Kalee, they wore headwraps and adopted capes with mumuu markings as a sign of their loyalty to their master and commander

The backgrounds of the Kaleesh elite were varied. Though the *Izvoshra* was not created until after Grievous' pilgrimage to Abesmi, some of the elite had been fighting

alongside him for years. Among the khans was a member of the race of hunters to which Ronderu was thought to belong, whom Grievous found after he was shipwrecked on Grendaju following his spiritual journey; another had been Grievous' revolutionary counterpart on the other side of the planet, and one had been part of the infamous Muja Bandits who had once desecrated sacred Kalee temples. Grievous' obsession with liberating Kalee from Huk occupancy united them all.

Most if not all the khans perished aboard Grievous' shuttle, *The Martyr*, when sabotage by San Hill caused it to explode and crash into the ocean. However, the Confederacy of Independent Systems had prepared for the event: substitute *Izvoshra*, this time class-four combat droids, had already been churned out to execute the role of the general's personal bodyguards.

Funded by the InterGalactic Banking Clan and produced in even more limited quantities than the lethal Battle Legionnaire droid, these new robotic soldiers were called IG-100 MagnaGuards. With advanced heuristic programming, this breed of battle droid was unparalleled in melee fighting, capable of learning quickly via direct combat experience. Unfortunately, Grievous quickly realized that no matter how sophisticated, these automatons were incapable of replacing the counsel and tactical savvy his original Kaleesh elite had earned in decades of warfare. He satisfied himself with merely training them to be unrivaled killing machines. Though Grievous wrapped the droids in traditional headwraps and cloaks like those of his khans, it's uncertain whether he intended this as a tribute to his original elite or as a form of mockery

The fates of the MagnaGuards were various. IG-138 and IG-109 were cut to pieces by Grievous himself during Count Dooku's lightsaber instruction. Jedi Knights later terminated several others during the abduction and rescue of Chancellor Palpatine, including IG-101. Some MagnaGuards were reunited with IG kin: IG-153 and 182 became the loyal bodyguards of Grand Moff For-Atesee, while the bounty hunter IG-72 captured another pair for the secretive Imperial N-K "Necrosis" experiment. Lastly, IG-179 was the Iron Knight Luxum's chief lieutenant in her vendetta against the droid-hating Yuuzhan Vong.

N-K Necrosis

When Obi-Wan Kenobi disintegrated Grievous' remaining biological parts with the cyborg's own blaster, the planet Utapau became the general's final resting place. Final, that is, until his metal carcass was exhumed in the name of science. In Grievous' dead droid body, there began the lifeless existence of N-K Necrosis.

After the implementation of Order 66, Imperial clone troopers were ordered to recover Grievous' inanimate corpse. Largely intact but devoid of the brain tissue that made it conscious, Grievous' body joined the general's starfighter in storage in one of the Emperor's secret storehouses on Utapau. Years later, the cyberneticist Nycolai Kinesworthy was hired by the Empire to advance combat droid technologies. Calling his experiment the "N-K" project (an acronym derived from his own name), Dr. Kinesworthy set up shop in the Myyydril Caverns of Kashyyyk under the watchful eye of the psychotic darksider Merili, the world's Imperial guardian. In his lab,

Kinesworthy made considerable breakthroughs in advancing heuristic programming in combat automata, but was stymied when his experiments had to move considerably beyond the theoretical stage. Kinesworthy notified Merili of his dilemma, and she quickly enlisted the aid of Treun Lorn, an unconventional scientist and total lunatic.

Lom developed a psychosis fixated on death. He traveled all over the galaxy in his research of the concept, fascinated by the countless incarnations of deities of death in so many cultures. Along the way, Lom also became familiar with some of the seedier methods of acquiring test subjects for his increasingly macabre experiments. After Lom hired the assassin droid IG-72 to capture a pair of MagnaGuards for Kinesworthy's research, Merili led the two scientists to the secret storehouse on Utapau where they obtained Grievous' body to host Kinesworthy's experimental droid brain.

Lom dubbed the new test subject N-K Necrosis, and the project continued on Kashyyyk. Kinesworthy used the captured MagnaGuards, now dubbed NK-3s, to train the new droid intelligence occupying Grievous' reanimated corpse in the very lightsaber forms in which the Separatist general had instructed them. Necrosis' weapon of choice was a carmine double-bladed lightsaber that once belonged to the Sith Lord, Darth Zannah. The weapon, stored aboard Grievous' personal starfighter with some of his earliest lightsaber trophies, originally came into the ownership of the cyborg after murdering a dark Jedi possessing it, either on the toxic world Dica or the burial planet Necropolis. The weapon was said to contain Bane's Heart, an alchemically-treated Sith lightsaber crystal given to Zannah by her Sith Master. Along with the blade and the starfighter, Necrosis also inherited Grievous' modified Blastech DT-57 blaster

(refurbished and dubbed the Grievance Striker) and carried an Utapaun Nightblade.

Thanks to Kinesworthy's sophisticated heuristic programming, N-K Necrosis emerged every bit the competent killer that his precursor had been. *Even belter*, Kinesworthy reassured the droid. Necrosis gained not only considerable fighting prowess, but also an abnormal, almost human, penchant for analysis. Necrosis pondered whether he was truly superior to Grievous and not just a shell of the man. Who in fact was Grievous? Necrosis extracted the answers from his creator piecemeal, and found itself feeling something akin to envy for the living intelligence that once dwelled in its body. But the knowledge also brought on a sense of satisfaction. *Am I, Necrosis wondered, more in fact than just a droid? Am I alive, and perhaps ...even the reincarnation of Grievous?*

Ultimately, such theoretical musings by the droid were short-lived. A motley band of spacers invaded the Myyydril Caverns and destroyed Necrosis and his NK-3 guards. The avaricious posse looted the droid, stealing his blaster, Bane's Heart, and even dismantling Necrosis for its valuable components. Even the droid's armorplast mask was stripped from its skull and sold on the Invisible Market, supposedly purchased by a high-ranking Imperial admiral as a Kaleesh work of art.

A WARLORD'S WEAPONS

Czerka Outland Rifle

Czerka, the third largest arms manufacturer in the galaxy, is well known as the leading maker of projectile-launching firearms, commonly called slugthrowers. Though rare in this "civilized" age of blasters and superlasers, slugthrowers are popular among sanguine criminals, snipers, and assassins. They are also common among the poor populations of backwater planets like Tatooine and Kalee.



The Czerka Outland Rifle is a sturdy killing device, reliable and easy to disassemble for storage and maintenance. Like all slugthrowers, a chemical explosion in the rifle kicks out metal slugs at supersonic velocities. The Outland Rifle can carry eight of these cartridges in its magazine. With a maximum range of 1,500 meters, optimal range of 700, and equipped with removable NightMight 4NS scope and retractable mono- and bipod, the rifle's purpose is indisputable — long distance killing. Militants of the Kaleesh *kolkpravis* joked that the weapons were in fact designed to keep outlanders far away from Kalee.

The weapon had an unlikely introduction into Kalee culture, surreptitiously provided to the Kaleesh decades prior to the Huk Wars during a delicate political affair. Republic relations with Guiteica, the homeworld of the Bitthævrians, had been strained for a number of years when a Republic-backed soldier (intending to depose Guiteica's leader and declare total allegiance to the Republic) failed in his coup.

This resulted in the rebellion of the Bitthævrians against all Republic representation in the Kadok Regions. Kalee unfortunately bordered Bitthævrian space. Corrupt Republic officials, wanting to keep the incident quiet, tricked the Kaleesh into doing their dirty work, convincing them that their planet was in peril. Republic agents secretly armed and trained several Kaleesh tribes in order to fight back the Bitthævrian militia known as the m'Yalfor'ac Order, while the Jedi Council sent a contingent of Jedi Knights to fight alongside the Kaleesh. Kalee's was never truly in danger, but nonetheless, the Bitthævrian threat was contained.

The Outland Rifle Grievous owned was passed down from his great-grandmother, who fought against the

Bitthævrian advance. Grievous' comrade Ronderu often served as his spotter and vice-versa while taking out targets during the Huk War. The family heirloom was either lost or destroyed when the Separatists sabotaged Grievous' ship.

Lig Sword

Named after a tribe celebrated for its tradition of producing some of Kalee's finest swordsmiths, Lig swords were once products of dedication and artistry, requiring a metallurgist to labor for days in order to produce a single blade. Beginning with a fine pointed tip, the sword's edge gradually splays out into a slight "belly" as it nears the pommel. Though blowguns and shoni spears were customarily used to hunt wild game, Lig swords came into prominence when mumuu-fighting became a popular spectator sport. In artistic displays, Kaleesh matadors use the Lig's pointed tip to penetrate the extremely hard backbone of the mumuu and pierce its two hearts, one sword for each organ.

During the Huk Wars, Ligs were churned out by the dozens a day as practicality and technology has marched forward, the Kaleesh process of sword making has become less arduous. Modern forging techniques are unremarkable in comparison to those of other alien cultures but are nonetheless effective. The modern Lig is also very likely a finer weapon than its time-consuming predecessors. With the introduction of rare metals like scatrium and impervium from beyond Kalee, Lig production has matured, resulting in blades of superior durability and keenness.

Shoni Spear

Shoni spears might more accurately be referred to as natural harpoons. They are harvested from the backwards-swimming shoni, a species of swordfish native to the waters of Kalee. At an average of 500 to 600 kilos in weight and four to five-and-a-half meters long, a third of the length of these massive sea creatures is their sharp, swordlike bills. The shoni use them as a means of skewering prey and for self-defense against larger ocean predators.

In the hands of the Kalee, the pointy and remarkably durable shoni snout was found to be perfect for piercing the thick hide of the mumuu. Never measuring more than two meters and slightly on the heavy side, shoni spears were used as thrusting weapons. This required the Kaleesh to engage the large, tusked creatures at close range (an art later refined into the sport of mumuu-fighting). For Kaleesh, the relationship between the shoni and mumuu has thus come to symbolize the contest between sea and land and struggle in general. Though the spears were historically favored for melee combat while warring with neighboring tribes, the Kaleesh were only too happy to discover the shoni's efficacy in cracking the carapaces of Kalee's Huk invaders.

Shoni meat is on the short list of edible sea food on Kalee -- much of the marine life on the planet is poisonous. Because only female shoni are typically large enough to have their snouts used as weapons, reckless harvesting over the generations has led to the endangerment of the species.

WARCRAFT

Tsmeu-6 Personal Wheel Bike

Originally conceived for civilian groups as varied as miners, loggers, mountain climbers, and farmers, it comes as only a slight surprise that the Tsmeu-6 wheel bike was converted by General Grievous into a personal armored combat vehicle.

Although it is classified as a uniwheel along with the 48 Roller (popular on mining worlds like Tyne's Horky), Grievous' Z-Gomot Tembuell Guppat Co. wheel bike is more accurately termed a 6/wheel, its twin outer rotators sandwiching a central motor. Each of these durasteel wheels is studded with flexible metal teeth for increased traction and speed. For additional maneuverability and unpredictability, the vehicle also boasts four clawed limbs that can be used for traversing particularly tricky terrain, and to launch the vehicle into the air.

Grievous modified his wheel bike considerably. His first and most significant alteration involved upgrading the machine's toughness by adding armored plating to its circumference. Not particularly fond of companionship, Grievous also eliminated the vehicle's passenger seat as soon as he realized he could install a Golan Arms nd-53 double laser cannon in its place. He also did away with luxuries like acceleration straps and the padding of the driver seat, replacing them with magnetic panels to anchor down his metal torso.

The acquisition of Grievous' wheel bike came about with his desire to be able to lead his entire army, including the giant-wheeled Hailfire droids, in a full-frontal assault. The Battle of Parein II 4, a year into the Clone Wars, is the event believed to have seen Grievous' uniwheel first battle tested.

The droid general led his robotic troops in a charge that crushed the Republic opposition led by Jedi Colonel Tyneir Renz and General Sannen.

So pleased was Grievous with his conveyance that he had several others fashioned for use by his closest MagnaGuard enforcers. A recharge cradle supplied power to this small squad of wheel bikes within his flagship, as well as aboard the *Unlimited Projection* core ship that served as a base on Utapau.

Grievous' wheel bike was ultimately shattered into hundreds of incongruent parts when it plunged over a cliff on Utapau as Obi-Wan and Grievous struggled aboard the vehicle for control.

***Soulless One* (Belbullab-22 Starfighter)**

Fast, durasteel, deadly, soulless. The description could easily be applied to Grievous, but these are in fact characteristics of his Belbullab-22 starfighter, the *Soulless One*. With the look of a pitchfork's head, the prongshaped ship is as dangerous as its appearance implies.

Like himself, Grievous considers the craft a vision of the future of warfare. Among ships its size, the *Soulless One* is an absolute brute. Made by Feethan Ottraw Scalable Assemblies, the fighter measures a mere 6.71 meters. With two sets of triple rapid-fire laser cannons and two ion drives, the Belbullab-22 blends the power and durability of a Y-wing starfighter, double its size, with the speed of an Utapaun P-38.

Because the Belbullab-22 was designed with a biological pilot in mind, the ship is also equipped with a life support

system. Not only is the ship outfitted with an energy shield, but like a treated Lig sword, Grievous had his fighter coated in a thin layer of impervium. It was all that was necessary to render its durasteel hull invulnerable to breach except by the heaviest enemy fire. The tiny fighter also comes equipped with a powerful hyperdrive.

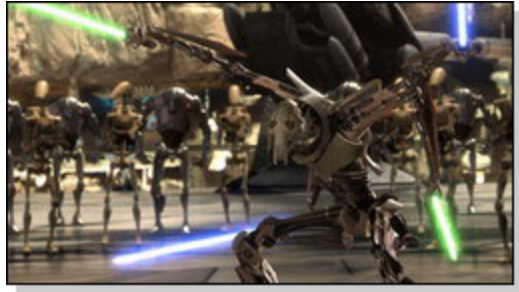
After Obi-Wan defeated the Separatist general on the landing platform where his starfighter was docked, the Jedi Master used it to escape when his clone troopers turned against him. Aboard the *Soulless One*, Obi-Wan rendezvoused with the House of Alderaan's consular ship, *Tantive IV*. The ship remained in the *Tantive IV*'s hold until Kenobi flew the fighter to Nar Shaddaa with his newborn passenger, Luke Skywalker. Once there, Obi-Wan sold the ship in order to book himself and the infant Skywalker passage to Tatooine, and to provide credits to the child's new caretakers.

The *Soulless One* was eventually tracked down by a cyborg acquaintance of Obi-Wan's, an old enemy who anonymously reported the ship to the local Imperial authorities. The Belbullab-22 eventually made its way back to the Emperor's Utapau storehouse along with Grievous' robotic cadaver, both destined to be recycled into the Imperial N-K project.

Endnotes for The Story of General Grievous

Part 1: Unknown Soldier

At long last! Here's the beginning of the promised endnotes for The Story of General Grievous. Broken up into more manageable chunks than Endnotes for Droids and the Force, parts one and two will unravel the continuity used to construct Grievous' back story as a Kaleesh warlord and Separatist cyborg in the *Star Wars Insider* #86 feature, "Unknown Soldier," while parts three and four will be a continuity tour-de-force tracing the plethora of obscure references found in the fan-pleasing "Lord of War."



Let's rock 'n' roll.

Introduction

For the very first time, Grievous' Kaleesh birth name is revealed: Qymaen jai Sheelal. Though his personal name is entirely new, that of his race is not. Grievous is first referred to as having been a Kaleesh warlord prior to his transformation into a cyborg in *Labyrinth of Evil* (2005, Del Rey), which is also the source for the first reference to the Kaleesh' insectoid enemies that lend their name to The Huk War.

The Huk have evolved a complicated origin in a short span of time. When I first wrote "Unknown Soldier" soon after *Revenge of the Sith* was released, no information on the species existed save that they were "insectile." Oddly, there were already a number of established homonymic alien races in Star Wars literature (including the Huhk and Houk), so I took the liberty to merge the Huk with one of the coolest-looking, pre-existing insect races about which also nearly nothing was known: the Yam'rii. Exemplified by the giant praying mantis Kitik Keed'kak in *A New Hope*, the Yam'rii were first identified in the Premiere set of the Star Wars Customizable Card Game (1995, Decipher). However, when publication of "Unknown Soldier" was delayed for several months, a brief reference by See-Threepio to the Huk as "vespids" (i.e. wasp-like) appeared in *Dark Nest: The Swarm War* (2005, Del Rey). At this time, there's no explanation for the inconsistency, except to assume Threepio intended the description in a way other than physiological. Among the Huks' conquered colony worlds are Abbaji from *Shadows of the Empire* (1996, Bantam) and Tovarskl from the *Revenge of the Sith* novelization (2005, Del Rey).

Kaleesh Lig swords, shoni spears, and Qymaen's aptitude with a slug rifle are all new, though the concept of the slugthrower -- which shoots metal projectiles rather than blaster bolts (i.e. a gun) -- goes back to one of the earliest Star Wars novels, *Han Solo and the Lost Legacy* (1980, Del Rey). Ligs and shoni themselves are covered in great detail in *Lord of War*.

The Death of Ronderu

Qymaen's war comrade Ronderu lij Kummar and their relationship are entirely new. Her karabbac-carved mask and Qymaen's mumuu-carved one are references to Kaleesh animals originally mentioned in the *Revenge of the Sith Visual Dictionary* (2005, Del Rey). Qymaen's Czerka-specific brand of outland rifle is an extrapolation of a rifle introduced in "The Shaman" in *Star Wars Gamer #4* (2001, Wizards of the Coast).

While most of the details of the Kaleesh are new, they were largely inspired by the designs and dialogue in the *Visionaries* story, "Eyes of Revolution" (2005, Dark Horse Comics), including the sacred temple Shrupak which Qymaen and Ronderu are depicted as protecting in one of the "Unknown Soldier's" illustrations. The same *Visionaries* story is also the source of the planet Kalee's water mass the Jenuwaa Sea, though Abesmi (the "island-monolith" Kaleesh mecca beyond the sea) is new.

The number of Qymaen's children comes from *Labyrinth of Evil* (2005, Del Rey), though the number of wives he took to sire them is new, as are the circumstances that led the warrior to change his name to Grievous.

The Birth of General Grievous

Here a number of throwaway references are strung together to create an idea of the Huk War's resolution. The war itself is mentioned in passing in *Labyrinth of Evil* (2005, Del Rey). The concept of an "Elite" soldiery that served Grievous during this time is also from that novel, and is again expanded upon in *Lord of War*. Tovarskl, the Huk War's last battle plain, is mentioned briefly in the

Revenge of the Sith novelization (2005, Del Rey), though the specific involvement of Jedi Masters Jmmaar and T'chooka D'oon in adjudicating the conflict is new and intended to foreshadow their eventual fates at Grievous' hands. Finally, the consequences of the Republic's sanctions on Kalee are alluded to in *Labyrinth of Evil* (2005, Del Rey).

The InterGalactic Banking Clan's recruitment of Grievous was a bit muddled prior to its explanation here. While the novel *Labyrinth of Evil* (2005, Del Rey) tells that Grievous cut a deal with the Banking Clan's chairman San Hill ("The Banking Clan will *sign* your treaty...") to help Kalee out of its destitute state before the accident that results in the warlord's borgification, "Eyes of Revolution" in *Visionaries* (2005, Dark Horse Comics) suggests that the Huk War continues unabated just prior to the catastrophe—in the story, Grievous is literally on his way to fight the enemy when the crash occurs. The discrepancy is reconciled in "Unknown Soldier" by simply providing Grievous with a post-war motivation for taking this aggressive action.

Phlut Design Systems is first mentioned in the IG Lancer droid entry in the official Star Wars website Databank (2004, StarWars.com), though the company name was interpolated from reference to the assassin droid IG-88 as a product of "Project Phluldroid" in *Galaxy Guide 3: The Empire Strikes Back* (1989, West End Games). Grievous' seizure of the company for the Banking Clan is new, and provides a touch of dramatic irony when his newly requisitioned IG-100 MagnaGuards drag his mangled body from the ship wreckage that will turn him into a cyborg monster.

~ Abel G. Peña

Part 2: The Knight Slayer

Welcome back! Continuing the series of notations dissecting The Story of General Grievous, here is the second of four planned parts. In Part 1, we explored the circumstances that turned Qymaen jai Sheelal into the killing machine Grievous. Now in Part 2 we get on with the Knight Slayer's carnage in earnest. This conclusion to the Star Wars Insider #86 feature "Unknown Soldier" ends with a bang, elaborating on the sources for all the known Jedi Grievous cut down during his Clone Wars rampage.



"Unknown Soldier" is still on newsstands till April 16, and is just starting to hit subscribers in the UK, France, and Germany, so head over and nab your copy in order to milk these companion pieces for everything they're worth!

Once again, folks, let's rock 'n' roll.

Revenge on the Jedi

Most of the details of the general's droid body and gadgetry come from the *Revenge of the Sith Visual Dictionary* (2005,

Dorling Kindersley) and Chapters 20-25 of the *Clone Wars* micro-series (2004-2005, Cartoon Network). The six-fingered Ebranites were first depicted in the roleplaying game supplement *Galaxy Guide 12: Aliens--Enemies and Allies* (1995, West End Games).

That Grievous' first engagement with Republic forces occurred during the Battle of Geonosis is from the novel *Labyrinth of Evil* (2005, Del Rey), though his slaying of the Jedi Master Ur-Sema Du during the conflict is technically new. This will be elaborated upon a bit later.

The transfusion of Master Sifo-Dyas' blood in order to keep Grievous alive after his shuttle crash is a story point from "Eyes of Revolution" in *Visionaries* (2005, Dark Horse Comics), as is the fact that Dooku trained Grievous using this Jedi's lightsaber. The MagnaGuard IG-109 that Grievous battles in the accompanying illustration is new.

The confrontation on Space Station Trenchant between Asajj Ventress, Durge, and the cyborg general is from the story "Rogues Gallery" in *Clone Wars Adventures #3* (2005, Dark Horse Comics). His anointment as Supreme Commander of the Separatist droid army is from "Republic Holonet News" in *Star Wars Insider #75* (2004, IDG).

Grievous' tongue-in-cheek HoloNet nickname, "The Knight Slayer," is new, but inspired by any number of media monikers given to real-life serial killers. The general's "debut" on the planet Hypori was the climax of Chapter 20 of the *Clone Wars* cartoon series (2004, Cartoon Network). Meanwhile, the sources for the sights of Grievous' war mongering are as follows: Banvhar Station and Vandos in *General Grievous* (2005, Dark Horse Comics), Nadiem in "Hiding in Plain Sight" from *Clone Wars Adventures Vol. 2* (2004, Dark Horse Comics), Togoria in *The New Essential Chronology* (2005, Del Rey), Duro in "Republic Holonet

News" in *Star Wars Insider #75* (2004, IDG), Xagobah in *Boba Fett: A New Threat* (2004, Scholastic), Belderrone in *Labyrinth of Evil* (2005, Del Rey), and Kashyyyk in "Deep Forest" from *Visionaries* (2005, Dark Horse Comics). The kidnapping of Chancellor Palpatine by Grievous is the subject of Chapters 22-25 of the *Clone Wars* micro-series (2005, Cartoon Network).

The total number of Jedi deaths for which Grievous is responsible throughout the Clone Wars is chronicled here for the first time. Most of Grievous' psychological hang-ups in this section are also new, created in order to give the general some depth and tie together his seemingly disparate actions with a credible motivation. The Bergruutfa Clan Padawans and their Abyssin Master Quarmall are both identified here for the first time, though they originally appeared in *General Grievous #1* (2005, Dark Horse Comics). The name for these Padawans was carefully chosen. Because they look like pre-apprenticeship younglings, and are grouped together in the manner of the youngling Bear Clan from *Attack of the Clones*, yet are constantly referred to as Padawans through the comic, I made the unconventional decision to combine the two roles. I then gave them a clan name derived from the elephant-like Bergruutfa beast from *Creatures of the Galaxy* (1994, West End Games). Meanwhile, the name of their Jedi Master Quarmall comes from the *Gamemaster Screen for Second Edition* (1992, West End Games).

Though the planet Nelvaan is introduced in Chapters 22-25 of the *Clone Wars* micro-series (2005, Cartoon Network), Grievous' part in manipulating the world's male population and making of them mutant cyborgs is revealed here for the first time. The alluded to confrontation between Grievous and Mace Windu is also from that source.

The Future of Warfare

The suggestion that the technology employed in transforming Grievous was likewise used for Darth Vader's iconic armor is new information based on George Lucas' comments in interviews that Grievous' character is a metaphorical Vader prototype. The extension of this technology to the cyborg Shira Brie/Lumiya from multiple issues of Marvel Comics monthly Star Wars series (1980-1986, Marvel Comics) is also new. The droid Necrosis appears in the Star Wars Galaxies *Rage of the Wookiees* expansion pack (2005, Sony Online Entertainment), and his back story and very personal relation to Grievous is fleshed out in great detail in *The Story of General Grievous: Lord of War* (2006, StarWars.com).

The Knight Slayer

This section gives a complete list of the known Jedi Grievous murdered. Jedi Master Daakman Barrek, his Padawan Sha'a Gi, and Jedi Watchman Tarr Seirr all buy the moisture farm in Chapter 20 of the *Clone Wars* animated series (2004, Cartoon Network), while Roron Corobb and Foul Moudama are done in by Grievous in Chapter 25 (2005, Cartoon Network).

T'chooka D'oon is cut down in *General Grievous #1* (2005, Dark Horse Comics). His unflattering title and Nubian origin are new.

Jedi Council member Adi Gallia and the improbably named Jedi Master Soon Bayts bite the bullet in *Obsession*

#5 (2005, Dark Horse Comics), reprinted in *Clone Wars Vol. 7: When They Were Brothers* (2005, Dark Horse Comics).

Waldan Bridger and L'lacielo Sageon have an interesting history. Both were slated to appear in the Clone Wars Sourcebook. Though that book was cancelled, contributing author Daniel Wallace incorporated "General Bridger" into *The New Essential Chronology* (2005, Del Rey). Because there were a number of anonymous Jedi killed by Grievous in various publications, Sageon was then borrowed for "Unknown Soldier" to put a name to a face. As a nod to the creator of these characters, each was given a first name anagrammed from "Daniel Wallace." This is actually the second time I attempted to use this particular Tuckerization: the first time, I gave the name Waldan L'lacielo to one of the earliest Jedi from the First Great Schism, now known as Awdrysta Pina, in "The Emperor's Pawns" in *Star Wars Gamer #5* (2001, Wizards of the Coast).

Jedi Master Ur-Sema Du is an homage to the Star Wars artist Jan Duursema. Illustrator Joe Corroney first introduced her likeness in the *Power of the Jedi Sourcebook* (2002, Wizards of the Coast) and named her, though this is the first time her name has been printed in an official source. Duursema, who illustrated the comics adaptation of *Attack of the Clones* (2002, Dark Horse Comics), insisted that her alter ego was among the slain Jedi in the comic's Battle of Geonosis panels. Corroney and I conspired to spare the character her ignominious death by illustrating her going toe-to-toe with Grievous in her last stand.

The Jedi Knight Firkrann is a new character, though his confrontation with Grievous alludes to the Battle of Xagobah, which serves as the backdrop for *Boba Fett: A New Threat* (2004, Scholastic). As an Iron Knight, Firkrann

takes his name from that of a kind of lightsaber crystal introduced in the video game *Knights of the Old Republic* (2003, LucasArts).

Jmmaar, Nystammall, and Puroth, named in the *Revenge of the Sith* novelization (2005, Del Rey), are Jedi Knights killed by Grievous whose lightsabers he then wields in the film. While Jmmaar's Viraanntesse origin is from the same novel, the origins of Nystammall and Puroth as Vuvrian and Eirrauc, respectively, are new. Vuvrians were introduced in *A New Hope*, though their race was first identified in *Galaxy Guide 7: Mos Eisley* (1993, West End Games). The Eirraucs' first and only appearance until now was in the short story, "Wanderer of Worlds" in *Star Wars Galaxy Magazine #9* (1996, Topps).

B'ink Utrila is another character with an interesting background. Introduced as a nameless Twi'lek Jedi in *Labyrinth of Evil* (2005, Del Rey), Holocron Keeper Leland Chee suggested that it would make sense to combine the character with an art design of a Twi'lek instructor from the *Power of the Jedi Sourcebook* (2002, Wizards of the Coast). Her name was also contributed by Chee.

Pablo-Jill, affectionately known as "upside-down head," is the Ongree Jedi seen in the Battle of Geonosis in *Attack of the Clones*. The circumstances of his death are revealed for the first time here, interpolated from the climactic battle of *Labyrinth of Evil* (2005, Del Rey) where he is last seen. Taking the place of another nameless Jedi slaughtered by Grievous in that book is Roth-Del Masona, an even more obscure participant of the Battle of Geonosis. Described as the "adjutant to Mace Windu," this is a reference to actor Leonard Thomas' credited role as Samuel L. Jackson's "assistant" for the prequels.

B'dard Tone is killed in *General Grievous #4* (2005, Dark Horse Comics), and his Coway ancestry is from *The New Essential Chronology* (2005, Del Rey). The manner in which Grievous inflicted Tone's injuries is new. Though he is named here for the first time, Tone's apprentice Zephata'ru'tor is mentioned in passing as a Grievous casualty in *General Grievous #1* (2005, Dark Horse Comics). All other information about the Star Dragon is new, though his name is borrowed from a list of several appellations deemed "common" for individuals of the Duinuogwuin race in *Geonosis and the Outer Rim Worlds* (2004, Wizards of the Coast).

Quarmall has already been referred to as one of Grievous' kills, though he is here established as both a Jedi Master and controversial for his decision to take an entire youngling clan as his Padawans.

Grievous killed 27 Jedi Knights at the Battle of Belderone in *Labyrinth of Evil* (2005, Del Rey), all of them anonymous. The Jedi Knight specified here, Flint Torul, refers to the heretofore unknown father of the Force-sensitive character Flint from Marvel Comics' *Star Wars Annual #3*, "The Apprentice," reprinted in *A Long Time Ago... Vol. 5: Fool's Bounty* (2003, Dark Horse Comics).

Part 3: The Dreamt One

Howdy folks! At last, here is the third of four installments continuing the rundown of the various sources that contributed to the telling of **The Story of General Grievous**. Part 1 and Part 2 delved into droid general's origins developed exclusively for *Star Wars Insider* #86. Now in Part 3 we begin the examination of the Hyperspace supplement to Grievous' story, *Lord of War*--exploring the war psychology of the fearsome Separatist commander, his droid army, and closest allies.



So let's rock 'n' roll!

Introduction

The introduction largely summarizes the events related in its primary companion, "Unknown Soldier: The Story of General Grievous" in *Star Wars Insider* #86 (2006, IDG Entertainment), but there are a few new tidbits even here. Grievous' "burgeoning racism" is a reference to the attitude

he displays toward other species, such as the Wookiees who he calls "filthy simians" in the *Visionaries* story "Deep Forest" (2005, Dark Horse Comics) and the Ugnaughts who he calls "miserable creatures" and enslaves in *General Grievous #2* (2005, Dark Horse Comics). The ancient despot Xim to whom Grievous is likened is from the novel *Han Solo and the Lost Legacy* (1980, Del Rey), though the galactic warlord Zakrinand Minus is a new creation.

The cyborg's merciless treatment of his Neimoidian subordinates is seen in the *Revenge of the Sith* novelization (2005, Del Rey). In conjunction with the previous statements of Grievous' bigotry, this rhetoric is used to emphasize later in the article that once the former Kaleesh warlord becomes a cyborg, his intolerance straddles the line from racism to something like a generalized *organicism*. Life sucks when you get turned into a robot.

Grievous' Droid Army

That the Separatist military comprised the largest robotic army in galactic history is a fact that comes from the *Visionaries* story, "The Eyes of Revolution" (2005, Dark Horse Comics). The astronomical number of battle droids under Grievous' command comes from the *Revenge of the Sith Incredible Cross-Sections* (2005, Dorling-Kindersley), while the ultra computer language trinary comes from the book *New Jedi Order: Force Heretic III--Reunion* (2003, Del Rey).

Because the droid army statistic of "quintillions" made the ratio of Separatist droid forces to Republic clone soldiers (at a mere three million) something that would make even a Han Solo consider the odds (at least 600 billion to 1), "Lord of War" offers some perspective with the help of some Lucasfilm sources. With Lucasfilm adamant about retaining a clone army figure close to the low millions

mark (a reference to a potentially much larger figure from *Inside the Worlds of Episode II* was rejected), some out-of-the-box thinking seemed in order. "Lord of War" points out that a number of these quintillions made up not only the ground forces of the Separatists but their naval forces as well. Combined with reference to a line in the *New Essential Chronology* (2005, Del Rey), which briefly mentions that the Republic army recruited non-clones, enough wiggle room emerges to bring into question A) The numerical division of Grievous' "droid army" into army and navy, B) How many Separatist "vehicles," many of them actually droids themselves, figured into the size of the droid army, C) How big the Republic army was beyond their clone forces, and D) How big the Republic navy was beyond their clone forces.

As an alternate solution, the short story "Odds" in *Star Wars Insider #87* (2006, IDG Entertainment) tells of a pair of clone troopers who splice into the computer system of a Separatist droid factory, seemingly revealing to them that production of battle droids is in the hundred millions range rather than the quadrillions (or quintillions, as it were). These solutions are not necessarily mutually exclusive. Because the very theme of "Odds" is the prevalence of disinformation, the contrary discovery of its characters about the "true" quantity of battle droids can be taken at face value, or it can be interpreted ironically--this lower figure was perhaps planted by Count Dooku or Darth Sidious for the clone troopers to find, serving the Siths' own convoluted agendas. The fact that the droid number comes up as quadrillions rather than quintillions may even be considered evidence of this.

The Mandalorian Protectors' assault on the Kamino cloning facilities is a reference to the Second Battle of

Kamino from "History of the Mandalorians" in *Star Wars Insider #80* (2005, IDG Entertainment). Kaleesh token crabs are a new creation (inspired by one of my earliest memories tossing rocks with my father at small crustaceans on the beaches of Hawaii). The reference to hundreds of millions of battle droids in action in the Battle of Coruscant is a nod to the hyperbolic numbers of warbots invading the galactic capitol in the *Clone Wars* cartoon series, Chapters 22-25 (2005, Cartoon Network). The deadly Loedorvian Brain Plague was introduced in the *Revenge of the Sith: Incredible Cross-Sections* (2005, Dorling Kindersley).

Comrades

Ronderu lij Ku mmarr

The character Ronderu lij Ku mmarr was introduced in "Unknown Soldier: The Story of General Grievous" in *Star Wars Insider #86* (2006, IDG Entertainment), though most of the specifics of her origin are told here for the first time, including the meaning of her name and the special nature of her connection to Grievous. Part of Grievous' original name, *Sheelal*, is revealed here as derived from an ancient Kaleesh parable about a dreamer who realizes he himself is a dream; this is an old philosophical motif most popularly suggested by Western philosopher René Descartes' *Meditations on First Philosophy* and Eastern Taoist Chuang Tzu's dream of the butterfly.

The Izvoshra Khans (Grievous' Elite)

Mention of Grievous' Kaleesh elite was first made in the novel *Labyrinth of Evil* (2005, Del Rey), though their Kaleesh title, their duties, and make-up are all new. Their

deaths aboard Grievous' shuttle *The Martyr* (a different vessel than his starfighter in *Revenge of the Sith*) is an interpolation of the events seen in "The Eyes of Revolution" in *Visionaries* (2005, Dark Horse Comics). The name of Grievous' ship is new.

The Battle Legionnaire droid first appeared in the *Droids* cartoon series (1985, Nelvana) and had its background expanded in "The History of the Mandalorians" in *Star Wars Insider #80* (2005, IDG Entertainment) and *The New Essential Guide to Droids* (2006, Del Rey).

IG-138 refers to a particular MagnaGuard seen in the comic "The Eyes of Revolution" in *Visionaries* (2005, Dark Horse Comics): after Grievous pummels this droid in a duel, the malfunctioning warbot exclaims, "What's wrong? What's wrong? What's wrong?"--an homage to George Lucas' first feature film *THX 1138*. IG-109 appears in one of the illustrations for "Unknown Soldier: The Story of General Grievous" in *Star Wars Insider #86* (2006, IDG Entertainment), named in the corresponding caption. Meanwhile, IG-101, who is named in the *Revenge of the Sith* novelization (2005, Del Rey), is said here to have been "terminated" aboard the ship *Invisible Hand*, a tongue-in-cheek reference to the *Terminator* movies' "Cyberdyne Systems Model-101" killer robots.

Grand Moff For-Atesee is an IG-series assassin droid from the book *Star Wars Missions: Prisoner of the Nikto Pirates* (1998, Scholastic), while IG-72 made his debut in the classic roleplaying game module *Tatooine Manhunt* (1988, West End Games). Finally, the Iron Knight Luxum was introduced in the in-universe essay, *Droids, Technology and the Force: A Clash of Phenomena* (2005, StarWars.com).

~ Abel G. Peña

Part 4: Lord of Worlds and War

Ciao folks! I'm elated to finally bring you the fourth and final installment of the endnotes written as an accompaniment to **The Story of General Grievous**. Part 1 and Part 2 uncovered the nature of the Kaleesh warlord's psyche and back story, developed exclusively for "Unknown Soldier" in *Star Wars Insider* #86, while Part 3 began the exploration of Grievous' war psychology and allies as documented in the Hyperspace supplement *Lord of War*. Now Part 4 wraps up the discussion on how the cyborg general does battle... and his resurrection, of sorts.



And with that, let's rock 'n' roll.

Comrades (continued)

N-K Necrosis

The Grievous-like robot clone N-K Necrosis is from the massive multiplayer online roleplaying game *Star Wars Galaxies* expansion pack *Rage of the Wookiees* (2005, Sony Online Entertainment). This is the first time the details of

the droid's origin are revealed, a collaboration between myself and Producer on *Star Wars Galaxies* Julio Torres, who provided the basic story arc for this "reincarnated" Grievous.

Nicolai Kinesworthy, the scientist who spurred Necrosis to life, and his hideout on Kashyyyk were also introduced in that same source, though his first name was cooked up in "Lord of War" in order to give meaning to the initials in N-K Necrosis.

The Prophetess of the Dark Side Merili has a somewhat convoluted background. Officially, she was introduced in "Who's Who: The Imperial Grand Admirals" in *Star Wars Insider #66* (2003, Paizo), and has since appeared in *The Dark Forces Saga* (2005, Wizards of the Coast) and most recently *Evil Never Dies: The Sith Dynasties* (2006, StarWars.com). However, she originally appeared in the gaming article "Prophets of the Dark Side: Villains for the Star Wars: New Republic Campaign, Part One" in *Polyhedron #103* (1994, Paizo). Though Paizo obtained the license to produce official star Wars tie-ins early in the new millennium, that was not the case when this issue of *Polyhedron* was published, so the "officialness" of Merili's debut in that publication is ambiguous.

The NK-3 MagnaGuard wannabes appear alongside Necrosis in *Rage of the Wookiees* (2005, Sony Online Entertainment), though the specifics of their capture and their part in reverse-training Necrosis are new. Darth Zannah is Darth Bane's apprentice, as seen in the comic *Jedi Vs. Sith #6* (2001, Dark Horse Comics). The revelation that Necrosis' double-bladed lightsaber once belonged to her is newly established information, based on the fact that when the droid is defeated in the game, it "drops" a lightsaber crystal called Bane's Heart.

How General Grievous (and by default, Necrosis) came to possess this double-bladed lightsaber is original material, though the rumored planets where this acquisition took place, Necropolis and Dica, refer to the stories *Galaxy of Fear: City of the Dead* (1997, Bantam) and "Dark Jedi" in *Manga Star Wars Vol. 2* (2005, Tokyopop), respectively. Necrosis' Nightblade and Grievance Striker weapons are from *Rage of the Wookiees* (2005, Sony Online Entertainment), though the blade's origin as Utapaun and the latter's origin as Grievous' own refurbished blaster from *Revenge of the Sith* were suggestions provided by Producer on *Star Wars Galaxies* Julio Torres.

The looting of Necrosis at the hands of a ragtag group of spacers is an homage to the players of *Star Wars Galaxies*, who can band together to whoop the droid's butt; after its defeated, the droid drops "loot," items of value to the game players.

The idea that Necrosis/Grievous' mask might've been sold off as a work of art to a "high-ranking Imperial admiral" is an oblique reference to a cool idea that came up in the Story of General Grievous thread on TheForce.net. For fans who know their Star Wars trivia, the art-loving tactician Grand Admiral Thrawn is obviously the patron in question.

A Warlord's Weapons

Czerka Outland Rifle

The outland rifle was introduced in the feature "The Shaman" in *Star Wars Gamer #4* (2001, Wizards of the Coast). Besides its name, most other specifics concerning

the weapons are new. The Bitthævrians are an obscure species introduced in the excellent book *Alliance Intelligence Reports* (1995, West End Games). Though the story of their conflict with the Galactic Republic was told in that source, Kaleesh involvement in the cultural clash is new.

Lig Sword

Particulars of the Lig sword, introduced in "Unknown Soldier: The Story of General Grievous" in *Star Wars Insider #86* (2006, IDG Entertainment), are entirely new, including its part in Kaleesh mumuu-fighting. The metals used in forging modern Lig swords, scatrium and impervium, are respectively from the roleplaying game feature "Droids: The Adventures of Artoo-Detoo and See-Threepio" in *Polyhedron #170* (2004, Paizo) and the *Dark Empire Sourcebook* (1994, West End Games).

Shoni Spear

Shoni spears were also first mentioned in passing in "Unknown Soldier: The Story of General Grievous" in *Star Wars Insider #86* (2006, IDG Entertainment). Among other facts, it is here elucidated that the weapon takes its name from the giant swordfish from which it is harvested.

Warcraft

Tsmeu-6 Personal Wheel Bike

The name 'Tsmeu-6 for Grievous' wheel bike and its origin of manufacture come from the *Revenge of the Sith Incredible Cross Sections* (2005, Dorling Kindersley). Its status as a converted civilian vehicle comes from "Ground

Assault" in *Star Wars Insider #83* (2005, IDG Entertainment).

The 48 Roller is a reference to a similar wheel bike that appears in the *Droids* cartoon series (1985, Nelvana). Most of the specs on Grievous' transport come from the Official Star Wars Website Databank (2005, StarWars.com), though the class of double laser cannon Grievous installed for a riding companion is new.

The Battle of Parein II 4 and the debut of Grievous' wheel bike there is new information, though the oddball planet name comes from *Galaxy Guide 9: Fragments From the Rim* (1993, West End Games). The Jedi General Sannen is from *The New Essential Guide to Droids* (2006, Del Rey), while Jedi Colonel Tyneir Renz is from the short story "Idol Intentions" in *Adventure Journal #12* (1997, West End Games).

Soulless One (Belbullab-22 Starfighter)

The make, model, and specs of Grievous' starfighter largely come from the Official Star Wars Website Databank (2005, StarWars.com) and the *Revenge of the Sith Incredible Cross Sections* (2005, Dorling Kindersley).

The real kicker concerning Grievous starfighter is not only the revelation of the craft's name, but its creative employment by Obi-Wan after the events of *Revenge of the Sith*. The fighter's new lease on life in the N-K project relates to the fact that among the "loot" N-K Necrosis drops in *Rage of the Wookiees* (2005, Sony Online Entertainment) when defeated is the deed to Grievous' old ship. As a final treat, sharp-eyed fans will also notice a sly reference here to the comic "Old Wounds" from *Visionaries* (2005, Dark Horse Comics), in which a more-machine-than-man Darth Maul seeks retribution from his old pal Ben Kenobi. Born-again cyborgs tend to stick together, it seems.

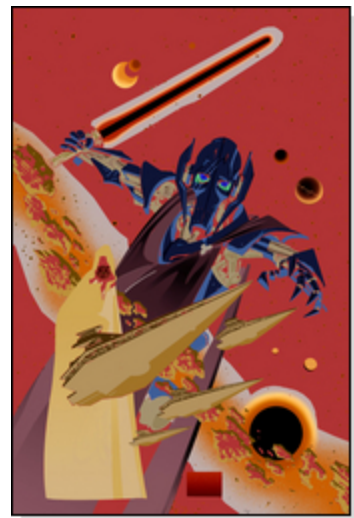
~ Abel G. Peña

You thought we were done? Check out the special addendum to the Story of General Grievous, The Making of Qymaen jai Sheelal to find out the real world inspirations used for creating the back story of the Revenge of the Sith villain!

Unmasking Grievous, Part 1: The Making of Qymaen jai Sheelal

I've named my first Star Wars action figure. I guess I can die now.

This month sees the release of Hasbro's Pre-Cyborg Grievous action figure, with a removable Kaleesh mask so you can see the general as he originally was in all his ugly alien glory. But a particular treat for me is that the coin that comes packaged with the ugly guy has "Qymaen jai Sheelal" struck on it, the birth name I came up with for the villain in *Unknown Soldier: The Story of General Grievous*. He even comes with the sword Joe Corroney illustrated for the project.



Why didn't Hasbro put Grievous' original name on the packaging? The reason became clear to me when I revealed his pre-cyborg name to my five-year-old cousin, a rabid Star Wars fan of the prequel generation. After looking confused for a second, he declared, "I like 'Grievous' better."

Score for George Lucas.

For some time, I've meant to explain the origin of Grievous' pre-cyborg name and of the history I created for him and his people, the Kaleesh. Now that the figure has

put a face to the man, I figure it's time to put a history to the name.

First of all, how do you say Grievous' birth name? Well, I say it "Kahy-meyn (Qymaen) hayh (jai) shee-lawl (Sheelal)," though it's open to interpretation because I like that sort of thing. (For instance, "Kahy-mey-in" for Qymaen is fair game and so is "jahy" for jai, with a hard "j" instead of a soft one).

Names are generally important in my writing. Often, I can't write about a character unless I figure out the significance of his or her name. That's how I came up with the backstory for Grievous, which I wanted to encompass not only the idea of causing suffering, which is obvious for a villain, but also of being suffering--of literally "being" grievous. Villains are people too, right? Craven, but people nonetheless. "Even bad men love their mamas," as Ben Wade tells us.

At the time I was assigned to write **The Story of General Grievous**, explaining who the man was, only a few official sources existed indicating what Grievous had been like before becoming a cyborg killer. The novel *Labyrinth of Evil* and the StarWars.com Databank indicated he had once been a fierce Kaleesh warlord dedicated to fighting an insect species called the Huk, before being crippled by a Separatist-orchestrated shuttle crash. Then the short comic, "Eyes of Revolution" in the *Visionaries* trade paperback actually showed this pivotal event, revealing that many of Grievous' fellow soldiers died in the crash, and showing a humbled Grievous' transformation into his fearsome cyborg self. Meanwhile, the Clone Wars cartoon micro-series, the comic *General Grievous, Labyrinth of Evil*, and *Revenge of the Sith* itself depicted the cyborg as a conniving, merciless, unstoppable, Jedi-killing machine and a brilliant military mind.

Lucas had stated that Grievous' character was a metaphoric prototype for Darth Vader, whom had once been Anakin Skywalker. But if that was the case, then there was still something missing from Grievous story, I thought. What turns a thinking person to evil? As depicted thus far, I felt the tragic, even noble, depiction of a pre-cyborg Grievous didn't match up well at all with his sociopathic behavior after his transformation. Sure, anyone can become an unhinged maniac after being forced to become a robot. But the key is that Grievous *wasn't* forced. "Eyes of Revolution" shows us that he chose to discard most of his body and become a killing machine, rather than choosing death. What could possibly be his motivation? What, as Jungian psychology calls it, was this killing machine's Fisher King wound?

Well, I know of exactly two things that can make a person act absolutely crazy: religious fanaticism and true love.

I happened to be reading the *9/11 Commission Report* at the time I was given the Grievous project. And as I looked at Warren Fu's iconic illustration of a flesh-and-blood Grievous, these ideas crashed together with dramatic force, and the origin of Qymaen jai Sheelal, the Kaleesh warlord, began to take shape in my head.

As at least one reader guessed, my inspiration for Qymaen's backstory has its roots in recent history, peppered with allusions, rhetoric, and conventions borrowed from the life, culture, and myth surrounding, arguably thus far, the most notorious figure of the 21st century.

Take another look ... Qymaen jai Sheelal.

Of course, this isn't completely obvious; then I'd just be a bad writer. As Grievous' voice is modeled after a Romanian

accent, I intermixed some Eastern European influences into his background, as well as vague echoes of Native American culture. But the inspiration for Grievous' Fisher King wound ended up coming from a source more ancient than any of these, specifically the *Epic of Gilgamesh*.

I'll explore these themes in more detail next time.

~ *Abel G. Peña*